What Web Developers can Learn from Game Developers

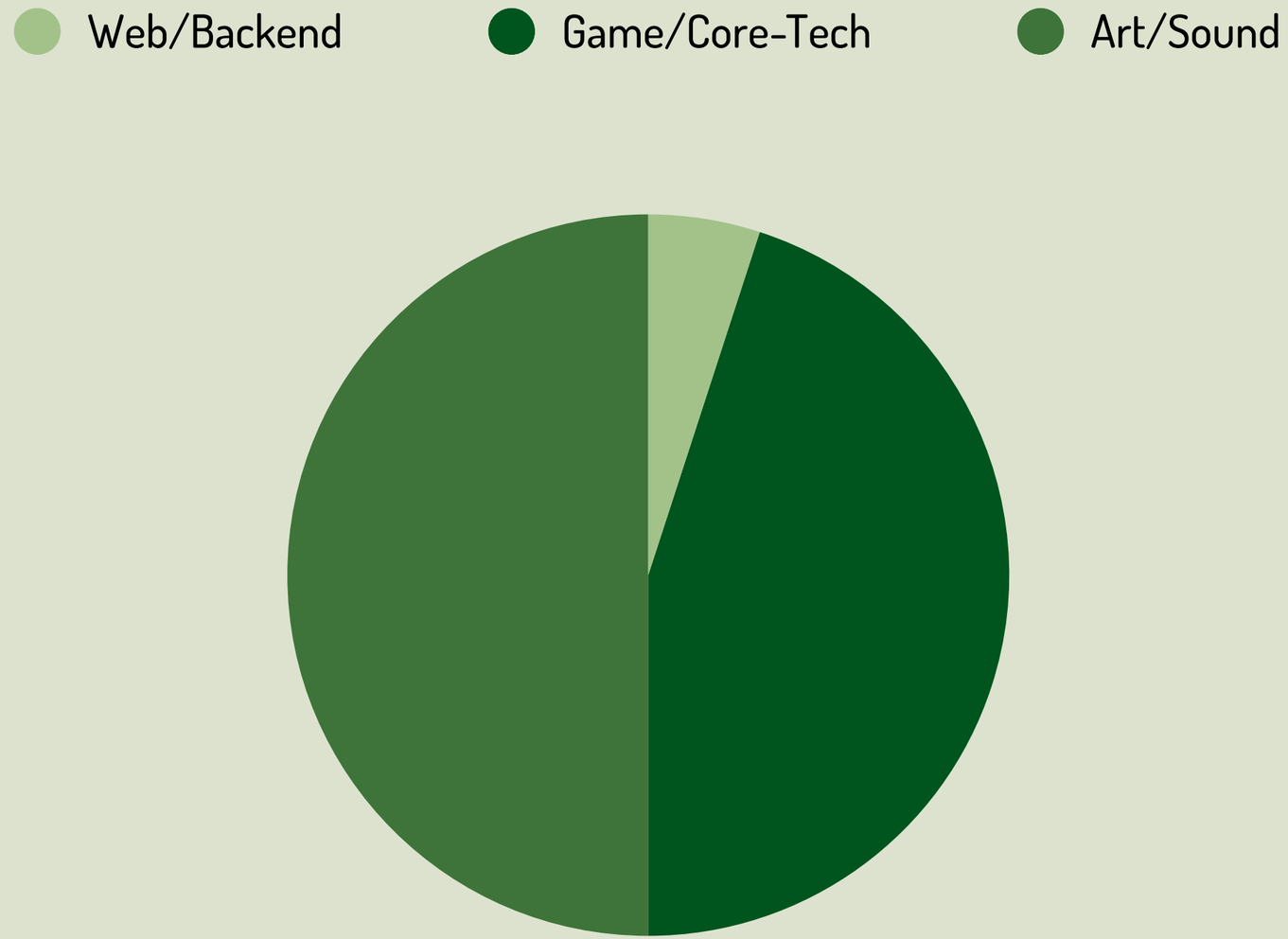
Armin Ronacher for DJUGL June 2013

Hello, I'm Armin!

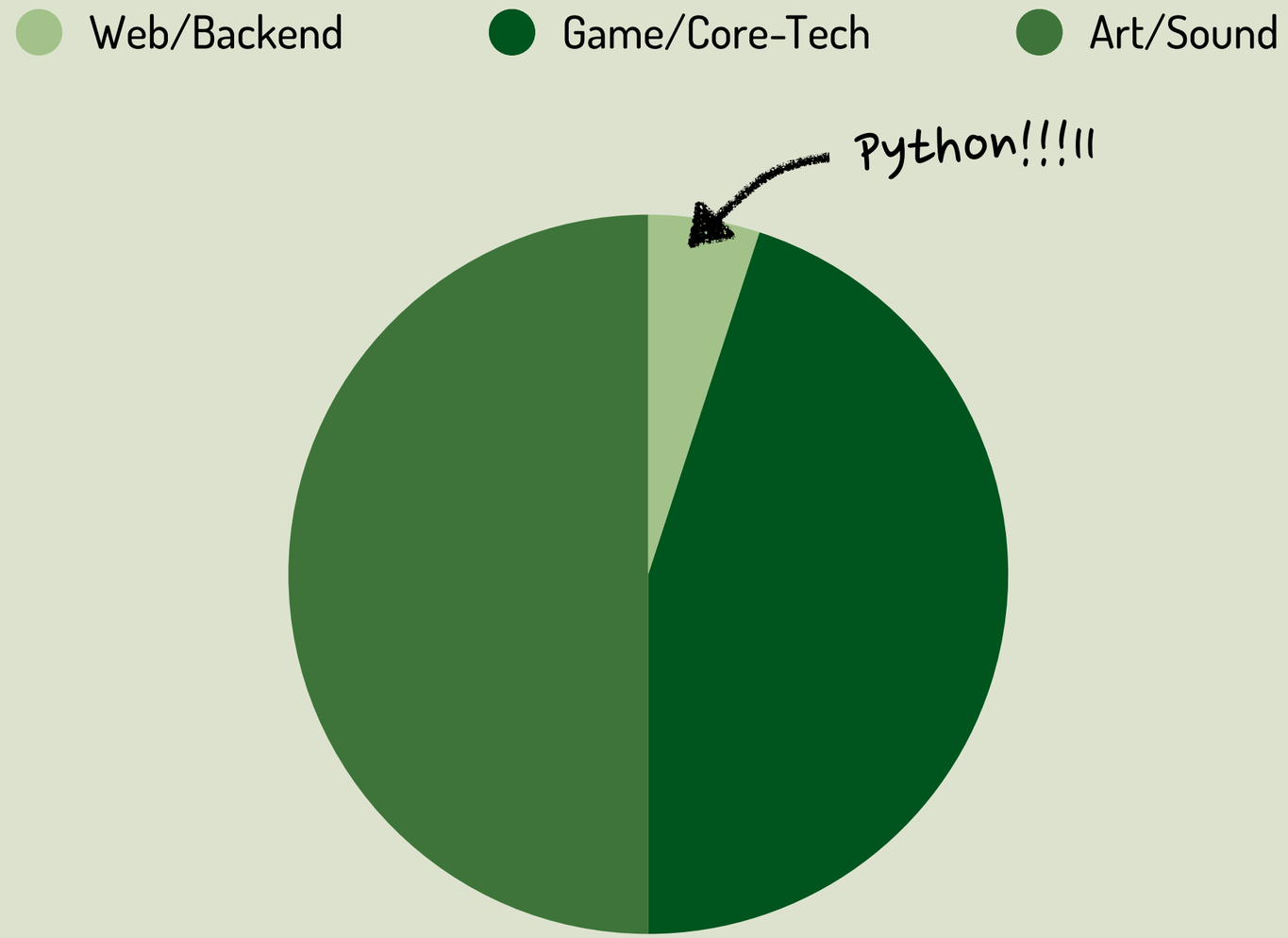
I do Computers – with Python.

Currently at Fireteam / Splash Damage.

We do Internet for Pointy Shooty Games.



* this graph is not very scientific



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Why is Python not used in Games?

Slow?

~~Slow?~~

C & C

Community & Concurrency

someone starts

gets successful

others follow

someone starts

gets successful

others follow

and that's why everybody used PHP

nobody has been fired for choosing Unreal

60FPS 目 ≒16ms

Each Actor runs a “Thread”

work -> suspend -> wait -> work -> suspend -> work -> ...

The Industry Standard

Lua

C#

JavaScript

Unreal Script

Playstation 3

256MB + 256MB RAM

3.2 GHz Processor

6 + 1 SPUs

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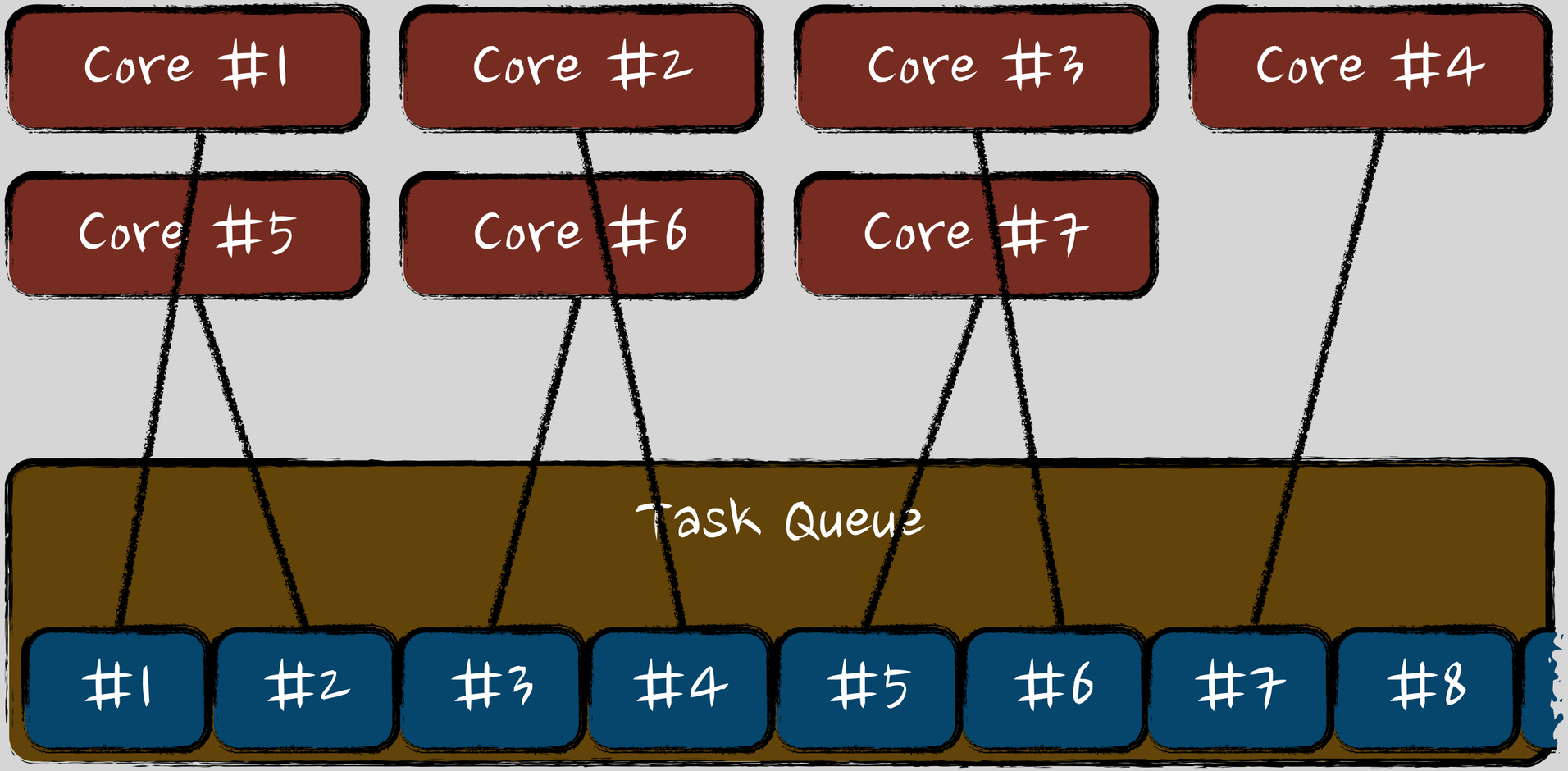
that's not a lot

Core #1
Core #2
Core #3
Core #4
Core #5
Core #6
Core #7
Task Queue
#1
#2
#3
#4
#5
#6
#7
#8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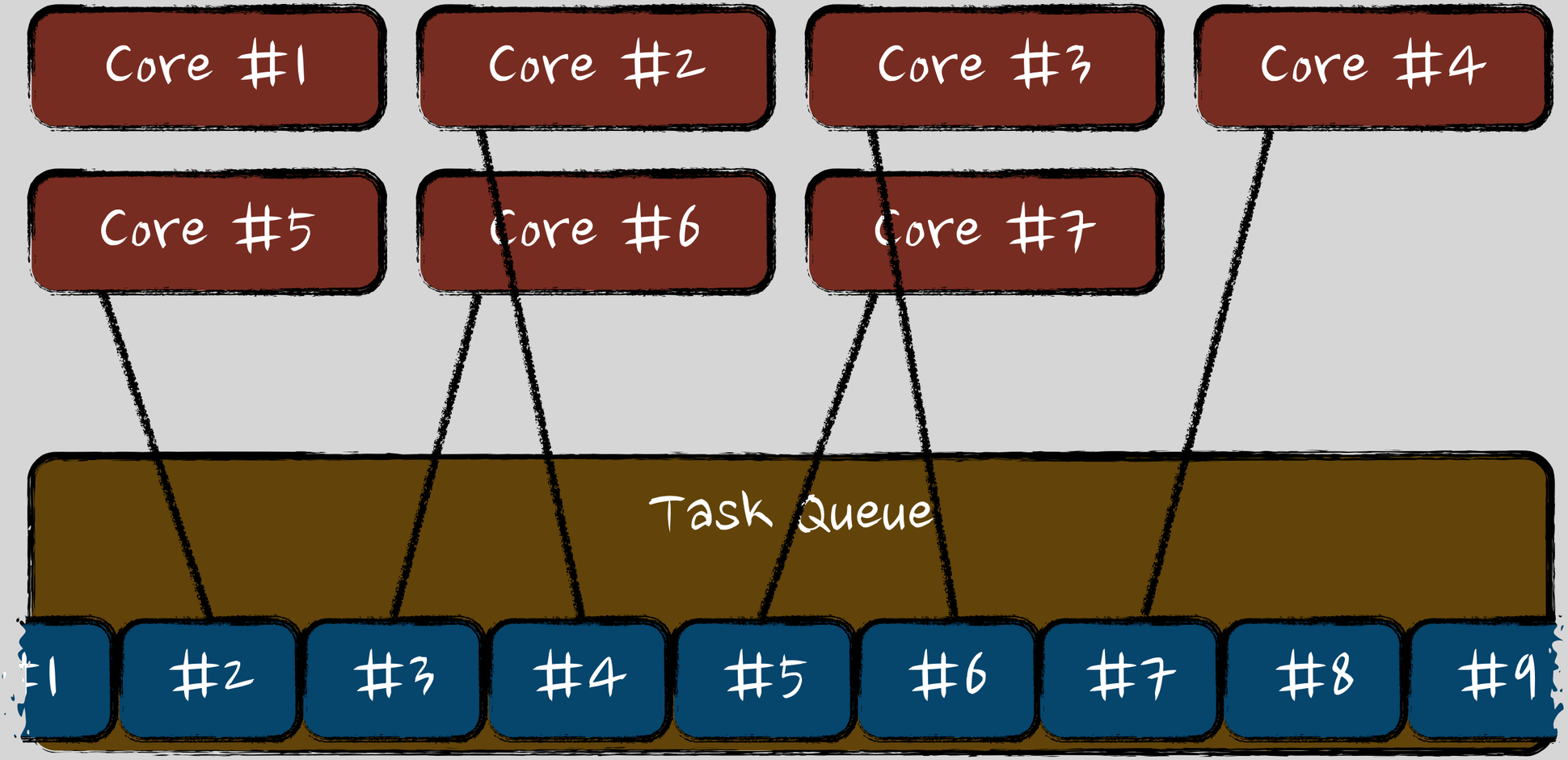
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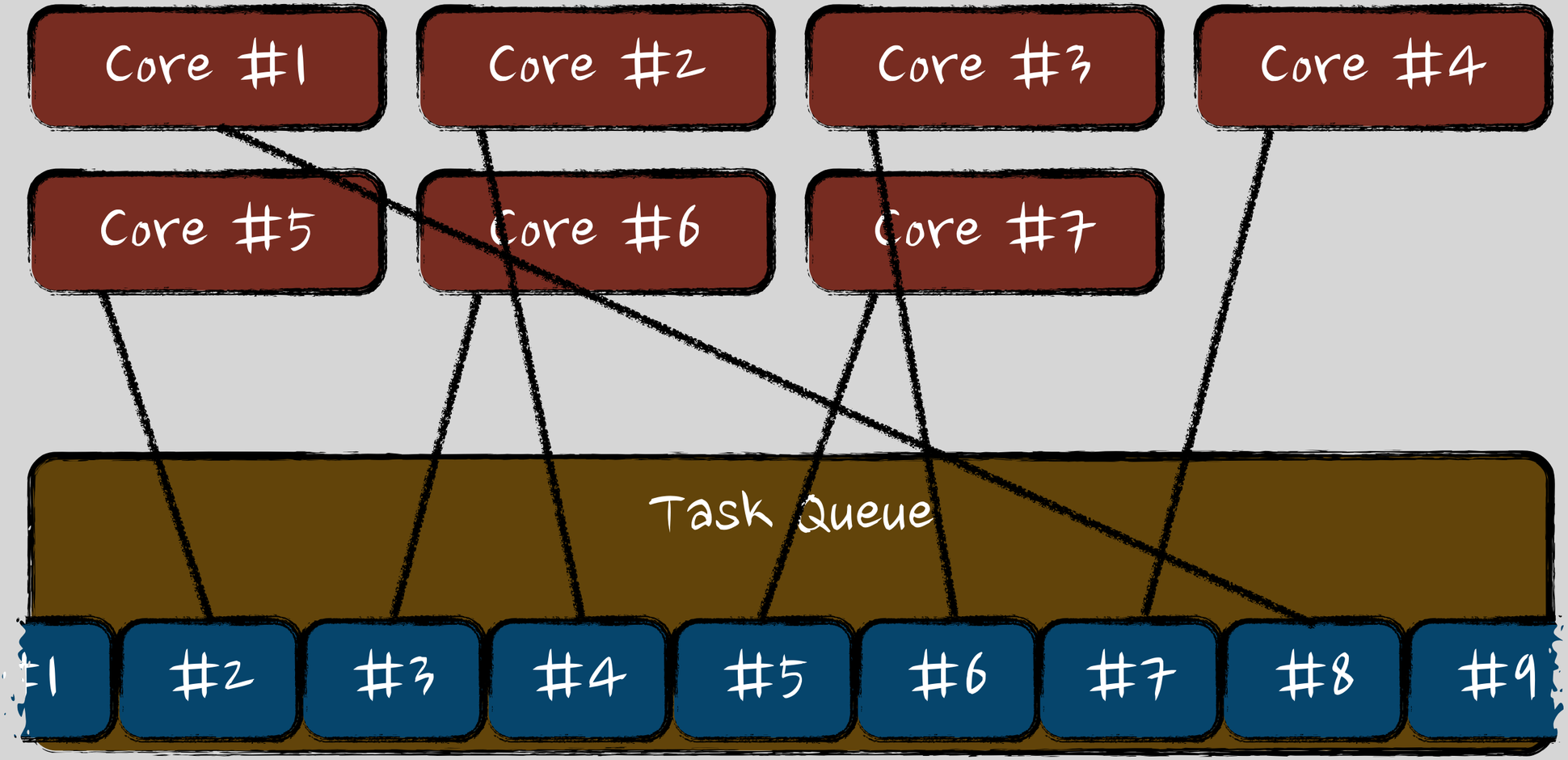
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What does that have to do with Web?

Remember the Heroku Rap-Genius Incident?

Task Queues >> Random Routing

we do things because others do it too

and that's not always good :-(

Python is not going to get better at concurrency :-(

Queue all the Things!

ALL THE THINGS!

Optimize the right things

Tools are Important

That's it.

Now ask questions.

And add me on twitter: @mitsuhiko
Like my work? gittip.com/mitsuhiko
Slides at lucumr.pocoo.org/talks